

ARTICLE 34

NEW CLAIMS

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1. Method for fascilitating the insertion of an object into a working area (7) on a computer display (6) said method being performed by a computer application software (1) for creating a logical network and comprising the step of receiving input (9) from the user (3) selecting where on the screen an object of a previously specified object type is to be inserted, characterized by the steps of identifying (30; 42) at least one subarea (23a-d; 23'; 23'') of the working area (7) where an object is insertable, identifying (31; 43) what type of object can be insertable in said subarea, indicating (33; 45) said at least one subarea, indicating (34; 46) said object type (26a-d; 26'; 26'') in association with each subarea (23a-d; 23'; 23''), receiving input (35; 47) from the user selecting one of said at least one subarea, and inserting (36; 49) into the selected subarea an object of the type that is indicated in association with the selected subarea.
2. Method according to claim 1, wherein the step of indicating (33; 45) at least one subarea of the working area where an object is insertable comprises graphically outlining said at least one subarea.
3. Method according to claim 1 or 2, wherein the indication (33) of said at least one subarea is activatable and deactivatable by the user (3).
4. Method according to claim 1-3, wherein input (9) from the user is received using a pointing device (5).

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5. Method according to claim 4, wherein the pointing device (5) is in electronic contact with the computer application (1) and controls a cursor (28) on the display (6).

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6. Method according to claim 4 or 5, wherein the step of indicating (45) at least one subarea (23'; 23'') of the working area where an object of a type that is insertable comprises graphically outlining said subarea when the cursor (28) is moved into said subarea.

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7. Method according to claim 4 - 6, wherein the step of indicating (34; 46) an object type in association with each subarea comprises displaying a symbol (26a-d) representing said object type in connection to said subarea.

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8. Method according to claim 5 - 7, wherein the step of indicating (46) an object type in association with each subarea (23'; 23'') comprises changing the appearance of the cursor (28).

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9. Method according to one of the previous claims, wherein the object types represent various physical items that are inserted into the working area to create said network.

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10. Method according to claim 9, wherein the network represents a system for automation.

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11. Computer-readable medium, on which is stored instructions for one or several general purpose computers (2), comprising means (15, 16, 18, 19) for enabling said one or said several computers (2) to perform the steps of the method according to claim 1 - 10.

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